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AMENDMENTS TO THE CLAIMS

This listing of the claims replaces all prior versions of claims in the application.

1. (Original) A user interface to display and manage a plurality of entities as if a single entity, comprising:

a representation of a collection of members as a single entity; and

an individual representation of each member associated with the entity;

wherein if an action is performed on the representation of the collection of members, then the action is propagated to the collection of members, if the action is performed on the representation of the member associated with the entity, then the action is directed to the member.

2. (Original) The user interface of claim 1 depicting a plurality of resources that are at least one of sent to the collection as a whole and sent to the members.

3. (Original) The user interface of claim 1 depicting a plurality of resources to at least one of deploy to a different entity, deploy to a member of a different entity, deploy to a member of the same entity, and deploy from a member of the same entity to the entity itself.

4. (Original) The user interface of claim 3 wherein a user is enabled to at least one of deploy to a different entity, deploy to a member of a different entity, deploy to a member of the same entity, and deploy from a member of the same entity to the entity itself.

5. (Original) The user interface of claim 1 wherein a plurality of display objects is a representation of the members of the entities as a whole.

6. (Original) The user interface of claim 5 wherein the display objects represent at least one of a machine or cluster.

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7. (Original) The user interface of claim 1 wherein the members are depicted by individual display objects.

8. (Original) The user interface of claim 7 wherein the display objects depict at least one of machines, computers, and entities further comprising individual machines.

9. (Original) The user interface of claim 1 providing a performance view of a plurality of resources on the collection of members as a whole.

10. (Original) The user interface of claim 9 providing a performance view of the plurality of resources associated with the member.

11. (Original) The user interface of claim 1 providing an events view of a plurality of resources on the collection of members as a whole.

12. (Original) The user interface of claim 11 providing an events view of the plurality of resources associated with the member.

13. (Original) The user interface of claim 1 providing a monitor view of a plurality of resources on the collection of members as a whole.

14. (Original) The user interface of claim 13 providing a monitor view of the plurality of resources associated with the member.

15. (Original) The user interface of claim 1 providing a status of a plurality of resources on the collection of entities as a whole.

16. (Currently Amended) The user interface of claim ~~14~~ 15 providing a status of the plurality of resources associated with the member.

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17. (Original) The user interface of claim 1 operative to facilitate a user interfacing the entity from an entity not associated with the entity as a whole.
18. (Currently Amended) The user interface of claim 1, the wherein display objects serving serve as an interface for at least one of creating the entity, adding members to the entity, and deploying content across the entity.
19. (Original) The user interface of claim 1 providing an aggregated display of performance of the entity as a whole.
20. (Original) The user interface of claim 19, wherein display objects provide an aggregated status of the entity as a whole.
21. (Original) The user interface of claim 20, the status including at least one of on-line status and synchronization status.
22. (Original) The user interface of claim 20, wherein display objects provide for time adjustment of the performance display.
23. (Original) The user interface of claim 1 providing a display of performance for a member of the entity.
24. (Original) The user interface of claim 23, wherein display objects provide status for a member of the entity.
25. (Original) The user interface of claim 24, the status including at least one of on-line status and synchronization status.
26. (Original) The user interface of claim 23, wherein display objects provide for time adjustment of the performance display.

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27. (Original) The user interface of claim 1 providing a display of applications for the entity.

28. (Original) The user interface of claim 27, wherein display objects enable the user to at least one of create applications, delete applications, rename applications, and synchronize applications throughout the entity.

29. (Original) The user interface of claim 27, providing a display of resources within the applications.

AM 30. (Original) The user interface of claim 29, wherein display objects enable the user to add and remove resources from applications.

31. (Original) The user interface of claim 1 providing a display of events for the entity.

32. (Original) The user interface of claim 31 wherein the display provides at least one of a date, time, server name, source for the event, event id, and description for the event.

33. (Original) The user interface of claim 31 wherein display objects enable the user to filter an event log to at least one of select a product type, select an event type, select an event id.

34. (Original) The user interface of claim 31 providing a display of events for members within the entity, wherein the events are related to at least one of applications, monitors, performance, and resources.

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35. (Original) The user interface of claim 34 wherein the display provides at least one of a date, time, server name, source for the event, event id, and description for the event.

36. (Original) The user interface of claim 21 wherein display objects enable the user to at least one of select an event source, select an event type, select an event id, and filter a collection of events.

37. (Original) The user interface of claim 1 providing a display to monitor performance of the entity.

38. (Original) The user interface of claim 37 wherein display objects enable the user to at least one of edit monitors, disable monitors, and check monitor status.

39. (Original) The user interface of claim 38 wherein the display provides status of the monitors.

40. (Original) The user interface of claim 39 wherein the status is displayed with at least one of a date, name, time, threshold, and value.

41. (Original) The user interface of claim 1 providing a display to monitor performance of members associated with the entity.

42. (Original) The user interface of claim 41 wherein display objects enable the user to at least one of edit monitors, disable monitors, and check monitor status.

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43. (Original) The user interface of claim 42 wherein the display provides status of the monitors.

44. (Original) The user interface of claim 43 wherein the status is displayed with at least one of a date, name, time, threshold, and value.

45. (Currently Amended) The user interface of claim 1, wherein the a display object is a collection of members forming the entity.

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46. (Original) The user interface of claim 1, wherein the display object represents a member within the entity.

47. (Original) The user interface of claim 1, wherein the display object represents at least one of applications, monitors, and performance for the entity.

48. (Original) The user interface of claim 1, wherein the display object represents at least one of events and monitors for members associated with the entity.

49. (Withdrawn) A user interface to display, manage and configure an entity, comprising:

display objects representing a plurality of configurations for members which form an entity, the display objects providing a unified interface for the entity to facilitate a user configuring the entity as if the entity was a single machine.

50. (Withdrawn) The user interface of claim 49, the display objects enabling the user to adjust drain time for applications.

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51. (Withdrawn) The user interface of claim 49, the display objects enabling the user to automatically synchronize members when content is updated.

52. (Withdrawn) The user interface of claim 51 further comprising a display object for adjusting time between automatic synchronization.

53. (Withdrawn) The user interface of claim 51 further comprising display objects for enabling the user to replicate permissions to the entity for resource access.

AI 54. (Withdrawn) The user interface of claim 49 wherein the display objects enable the user to select load balancing options.

55. (Withdrawn) The user interface of claim 54 wherein the load balancing options are at least one of an integrated operating system load balancing and an extensible third party load balancing.

56. (Withdrawn) The user interface of claim 49 wherein the display objects enable the user to enable session coherency for at least one of the entity web sites.

57. (Withdrawn) The user interface of claim 49 wherein the display objects provide for system optimization by enabling the user to select file types of resources not to forward.

58. (Withdrawn) The user interface of claim 49 wherein the display objects enable the user to route requests for load balanced components.

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59. (Withdrawn) The user interface of claim 49 wherein the display objects enable the user to cause synchronization for a member associated with the entity.

60. (Withdrawn) The user interface of claim 49 wherein the display objects enable the user to select a network interface address for communicating management information.

61. (Withdrawn) The user interface of claim 49 wherein the display objects enable the user to adjust a load balance amount for a member.

62. (Withdrawn) The user interface of claim 49 wherein the display objects enable the user to select events to log for the entity.

63. (Withdrawn) The user interface of claim 62 wherein the display objects enable the user to at least one of define event types and exclude events from being captured.

64. (Withdrawn) The user interface of claim 49 wherein the display objects enable the user to select how long to retain logged events.

65. (Withdrawn) The user interface of claim 49 wherein interface wizards are provided to enable the user to at least one of create an entity, add a member to an entity, and deploy content across the entity.

66. (Withdrawn) A method for interfacing and managing a plurality of entities as if a single entity, comprising the steps of:

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displaying a first set of objects representing a plurality of members which form an entity;

displaying a second set of objects representing configurations for the entity; and  
interfacing the entity from the objects as if the entity was a single entity.

67. (Withdrawn) The method of claim 66 wherein the step of displaying a second set of objects further includes the step of:

guiding the user *via* a sequence of steps to create the entity.

68. (Withdrawn) The method of claim 67 wherein the sequence of steps is provided by a wizard.

69. (Withdrawn) The method of claim 68 further comprising the steps of:

analyzing member configurations;

selecting a member type; and

selecting load balancing options.

70. (Withdrawn) The method of claim 66 wherein the step of displaying a second set of objects further includes the step of:

guiding the user *via* a sequence of steps to add a member to the entity.

71. (Withdrawn) The method of claim 70 wherein the sequence of steps is provided by a wizard.

72. (Withdrawn) The method of claim 70 further comprising the steps of:

entering an authorized name and credentials for a member;

entering a controller for associating to the member;

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analyzing member configurations; and  
selecting load balancing options.

73. (Withdrawn) The method of claim 66 wherein the step of displaying a second set of objects further includes the step of:

guiding the user *viz* a sequence of steps to deploy content across the entity.

74. (Withdrawn) The method of claim 73 wherein the sequence of steps is provided by a wizard.

75. (Withdrawn) The method of claim 74 further comprising the steps of:

authenticating to a target;

selecting targets in which to deploy information; and

selecting content to deploy to the targets.